

AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the subject application:

1. (currently amended) A method for providing projected effects of wagering on parimutuel pools to a user in an interactive wagering system, comprising:

receiving user input to propose a wager that is associated with at least one parimutuel pool;

obtaining information that affects the user's potential winnings from the at least one parimutuel pool based on the user input, ~~wherein the information is obtained over a communications link~~; and

providing what projected effect the user's proposed wager would have on the parimutuel pool to the user without changing the at least one parimutuel pool.

2. (original) The method of claim 1, wherein the user input comprises a selection of a wager amount.

3. (original) The method of claim 1, wherein the user input comprises a selection of a wager type.

4. (original) The method of claim 1, wherein the user input comprises a selection of a race track.

5. (original) The method of claim 1, wherein the user input comprises a selection of a race.

6. (original) The method of claim 1, wherein the user input comprises a selection of at least one horse.

7. (original) The method of claim 1, wherein the information obtained comprises parimutuel pool information.

8. (original) The method of claim 1, wherein the information obtained comprises current odds for the wager.

9. (previously presented) The method of claim 1, wherein the projected effect the proposed wager would have on the parimutuel pool comprises projected odds for the proposed wager.

10. (original) The method of claim 1, wherein the interactive wagering system further comprises a user interface that includes a telephone.

11. (original) The method of claim 10, wherein the projected effect is announced to the user.

12. (original) The method of claim 10, wherein the projected effect is displayed to the user.

13. (original) The method of claim 1, wherein the interactive wagering system further comprises a user interface that includes a set top box.

14. (original) The method of claim 13, wherein the projected effect is displayed to the user.

15. (original) The method of claim 1, wherein the interactive wagering system further comprises a user interface that includes a computer.

16. (original) The method of claim 15, wherein the projected effect is displayed to the user.

17. (currently amended) A method for providing projected effects of wagering on odds associated with a proposed wager in an interactive wagering system, comprising:

receiving user input to create the proposed wager that is associated with at least one parimutuel pool;

obtaining information from the at least one parimutuel pool ~~over a communications link~~;

obtaining current odds for the proposed wager; determining what effect the proposed wager would have on the current odds without changing the at least one parimutuel pool; and

providing projected odds to the user.

18. (original) The method of claim 17, wherein the user input comprises a selection of a wager amount.

19. (original) The method of claim 17, wherein the user input comprises a selection of a wager type.

20. (original) The method of claim 17, wherein the user input comprises a race track.

21. (original) The method of claim 17, wherein the user input comprises a race.

22. (original) The method of claim 17, wherein the user input comprises at least one horse.

23. (original) The method of claim 17, wherein the interactive wagering system further comprises a user interface that includes a telephone.

24. (previously presented) The method of claim 23, wherein the effect is announced to the user.

25. (previously presented) The method of claim 23, wherein the effect is displayed to the user.

26. (original) The method of claim 17, wherein the interactive wagering system further comprises a user interface that includes a set top box.

27. (previously presented) The method of claim 26, wherein the effect is displayed to the user.

28. (previously presented) The method of claim 26, wherein the projected odds, which include the projected effects of placing the proposed wager, are displayed in a window.

29. (previously presented) The method of claim 28, wherein the window is configured to be toggled between displaying the current odds and the projected odds associated with the proposed wager.

30. (original) The method of claim 17, wherein the interactive wagering system further comprises a user interface that includes a computer.

31. (previously presented) The method of claim 30, wherein the effect is displayed to the user.

32. - 62. (canceled)